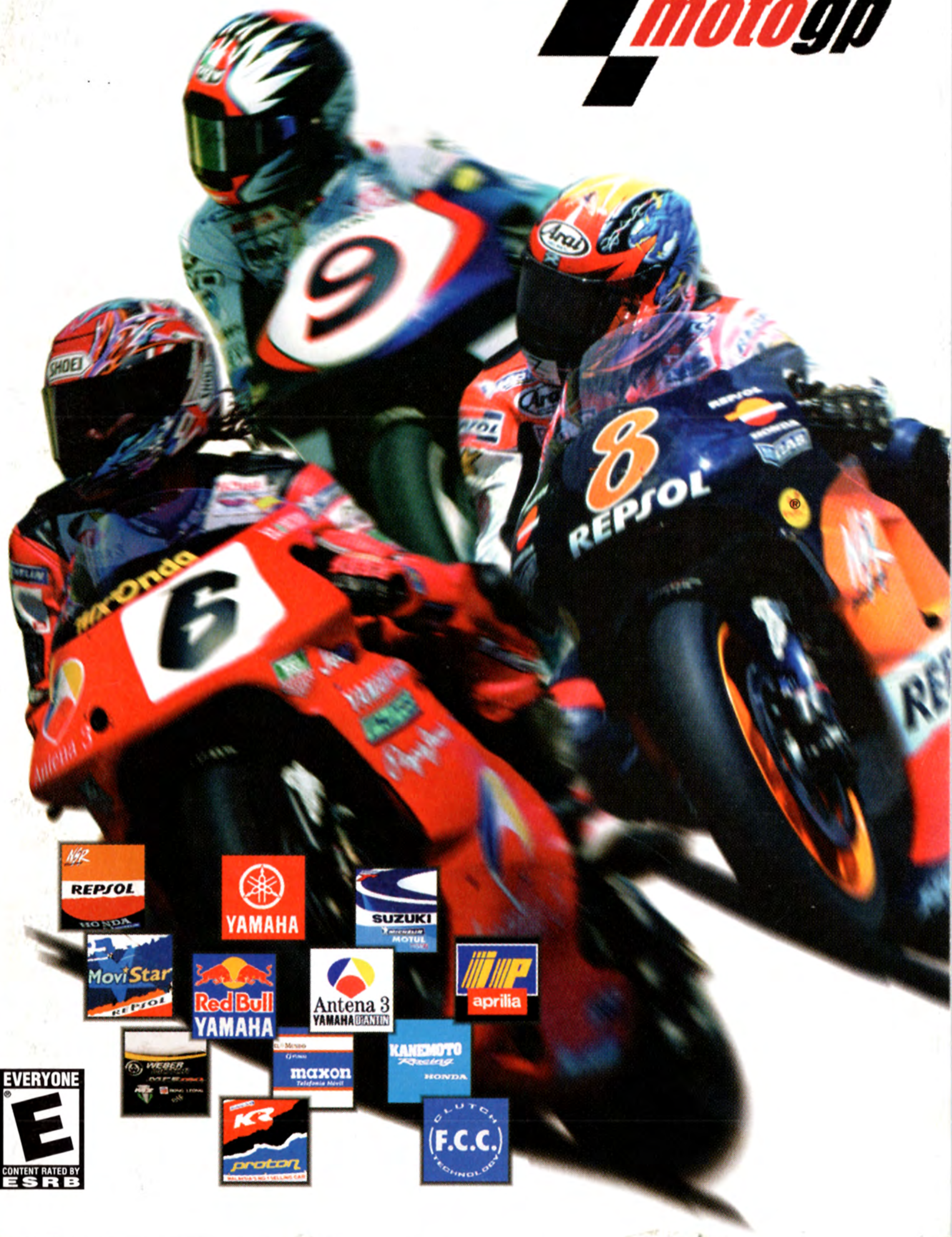


namco®



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.**
- Do not bend it, crush it or submerge it in liquids.**
- Do not leave it in direct sunlight or near a radiator or other source of heat.**
- Be sure to take an occasional rest break during extended play.**
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.**

TABLE OF CONTENTS

Introduction	2
Getting Started	3
Memory Cards	3
Entrance	3
Controls	5
Main Menu	6
Arcade Mode	6
Season Mode	6
Time Trial Mode	7
Challenge Mode	7
VS Mode	7
Options	8
Save/Load	8
Race Screen	9
Menu Display	11
Settings	13
Trail Image	14
Save/Load	15
Save Game	15
Load Game	15
Records	15
Replay Theater	15
Racing Rules	16
Circuits	17
Featured Riders Profiles	25
Improving Your Performance	35

INTRODUCTION

You line up on the starting grid. Fear and exhilaration gnaw away at your nerve endings. The deafening two-stroke whine of 500cc engines rattles your adrenaline-soaked brain. Then, in an instant, you and 20 other racers howl off the line and rocket down a 180 mph straightaway. You're living the ultimate test of riding skill – **MotoGP**.

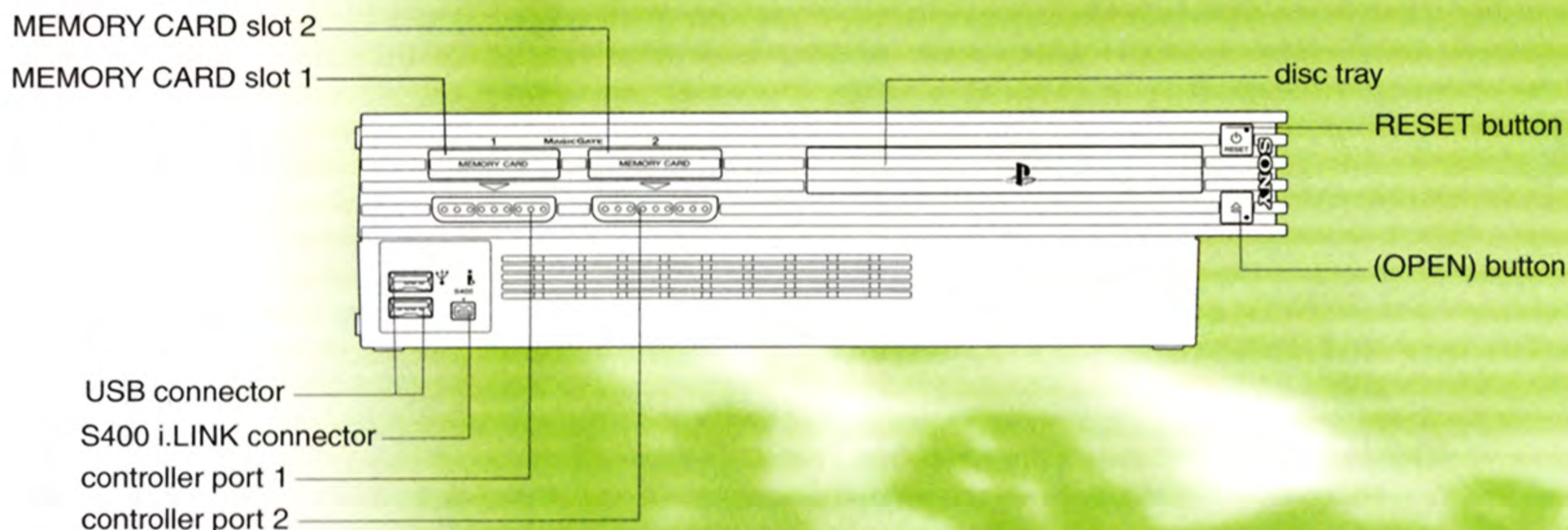
Experience the thrill of competing against world-class racers on the most demanding circuits. Join real teams, and race on actual courses against real riders on genuine production machines. Five intense modes (Season, VS, Challenge, Arcade, and Time Trial) offer plenty of chances to make your mark at the absolute pinnacle of motorcycle racing.

Choose a bike and customize it to fit your racing style. Take on special challenges and unlock unique game features. Check out the Replay feature to relive those thrilling victories or sharpen your racing skills.

The race is on, and every hot shoe is gunning for the victory.



GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the MotoGP disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

Insert a memory card (for PlayStation 2) into memory card slot 1 to load a saved game or create a new MotoGP game file.

The game will automatically check for a memory card (for PlayStation 2) in memory card slot 1. If a memory card (for PlayStation 2) containing a saved game is present in memory card slot 1, the Load Game screen will appear. If no saved game is detected in memory card slot 1, the Rider Registration screen will appear.

Note: MotoGP is compatible only with a memory card (for PlayStation 2).

ENTRANCE

This is your first step into the world of MotoGP. Register your rider name, nationality and helmet so you can load rider data the next time you play.

Note: It is highly recommended that you register your rider and create a save file before playing MotoGP. If you do not create a rider, you will not be able to save the game replays or Trail Images.

Name

To register your rider's name:

1. In the Name Registration screen, press the Directional buttons to select a character and press the **X** button to confirm the selection. Press the **△** button to delete a character.
2. When you are finished, select END and press the **X** button to proceed to the Nationality Registration screen.

Nationality

To register your rider's nationality:

1. In the Nationality Registration screen, press the Directional buttons to select a character and press the **X** button to confirm the selection. Select CANCEL and press the **X** button to cancel the entry and return to the Name Registration screen.
2. Select END and press the **X** button to confirm your entry and proceed to the Helmet Registration screen.



Helmet

To register your rider's helmet:

1. In the Helmet Registration screen, press the Directional buttons to select a helmet icon.
2. Press the **X** button to confirm the selection and proceed to the Save Game screen. Press the **△** button to cancel the entry and return to the Nationality Registration screen.

Save the Game Data

To save your registered rider to a memory card (for PlayStation 2):

1. In the SAVE GAME screen, press the Directional buttons to select a file to save.
2. Press the **X** button to confirm the selection, save the data and proceed to the Title screen. Press the **△** button to return to the Helmet Registration screen.

Loading Saved Game Data

If a saved game is detected on the memory card (for PlayStation 2) in memory card slot 1, the Load Game screen appears.

To load a saved game:

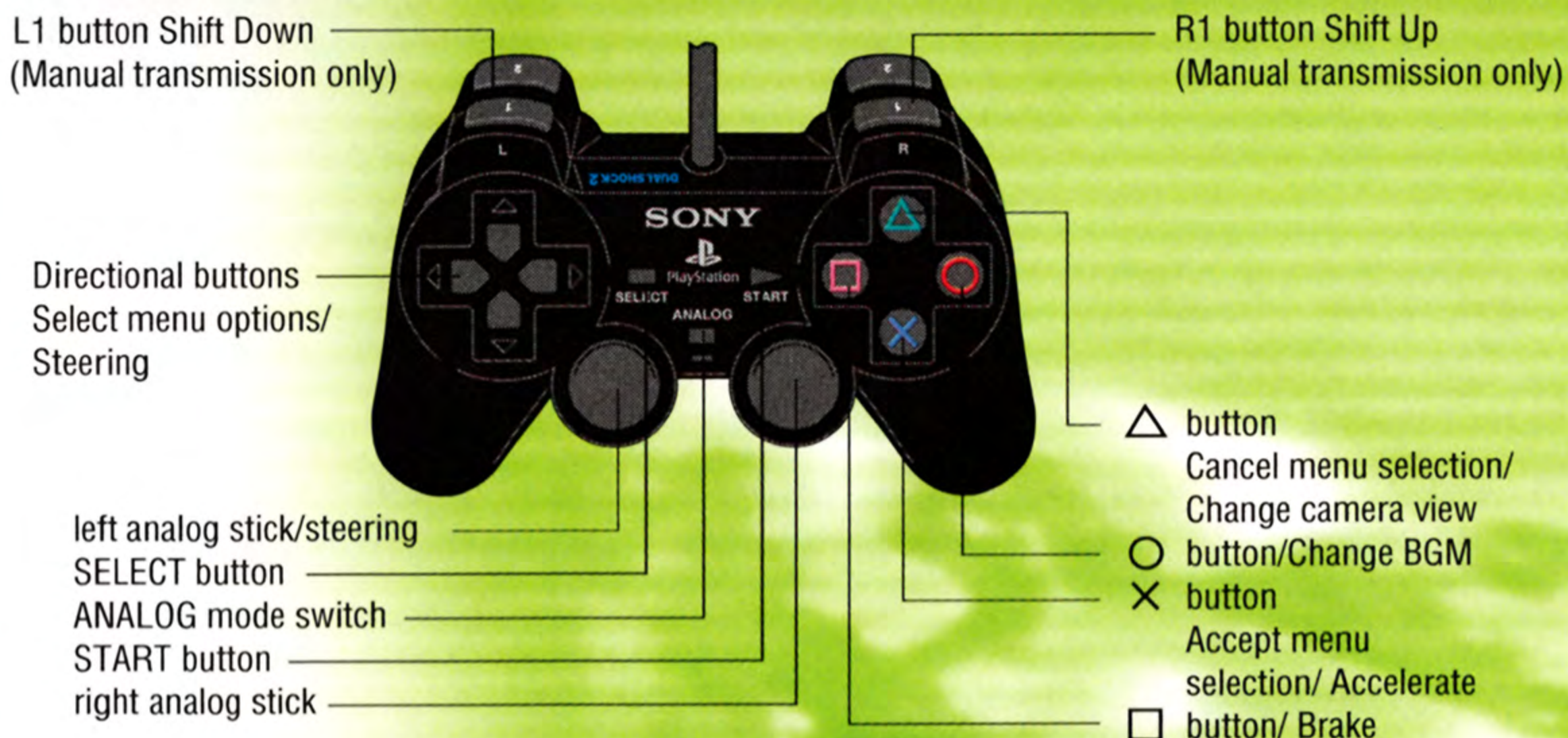
1. Press the Directional buttons to select a saved game.
2. Press the **X** button to confirm the selection and proceed to the Title screen.

To register a new rider:

Select NEW RIDER ENTRY and press the **X** button. (See the beginning of this section for information on new rider registration.)

CONTROLS

DUALSHOCK™2 and DUALSHOCK™ analog controller configuration



You can play MotoGP with DUALSHOCK™2 analog controllers, DUALSHOCK™ analog controllers, or digital controllers. No other controller or multitap is compatible with MotoGP.

MENU CONTROLS

Select Menu Options	Directional buttons
Confirm Menu Selection	× button
Cancel Menu Selection	△ button
Display Menu Selection In the Results Screen	START button

RACING CONTROLS

Note: To use DUALSHOCK™2 and DUALSHOCK™ analog controllers in analog mode, press the Analog mode switch (LED on).

Steer	left analog stick (analog on) Directional buttons (analog off or digital controller)
Accelerate	× button
Brake	□ button
Shift Up.....	R1 button
Shift Down	L1 button
Change View	△ button
Change BGM.....	○ button
Pause Game/Pause Menu	START button
Turn Heads-up Display Features ON/OFF	SELECT button

MAIN MENU

Select a game mode, change play options and save or load game data here. Press the Directional buttons Up/Down to make a selection and press the **X** button.



ARCADE MODE

Challenge CPU riders to a single race championship. You are assigned the very last starting grid. Beat your opponents and battle your way to the top.

Note: In Easy difficulty level, the correct braking zones are marked at select points of the circuits. (Recommended for novice riders.) Braking zones are not displayed during Normal or Hard play.

SEASON MODE

You are a rider on a real-life professional team. Win races to earn points toward your overall standings. The rider with the highest overall points in the standings will be crowned the World Champion.



Easy Difficulty Level

- Challenge other riders to a four-race season.
- Earn points based on your performance on a per race basis. The championship is awarded to the rider with the highest total points in the final season point standings.

Normal/Hard Difficulty Level

Challenge other riders to five-race seasons. There are three seasons in Normal difficulty and five seasons in Hard difficulty.

- Each grand prix consists of Free Practice, Qualifying Practice, and the Main Race.
- Rider performance in qualifying rounds (including CPU riders) determines the starting grid position of each rider. Starting grids are filled in the order of best to worst lap times recorded in Qualifying Practice.
- Your ultimate goal is to win the World Championship.
- Complete one season and the teams review your overall race results. Meet the team's requirements and you have the option of signing on with them.

Free Practice

This is your only chance to practice on the circuit before the real thing. Practice results do not count toward point standings or determine your starting grid position.

Qualifying Practice

Your goal is to produce the best lap time. Your Qualifying Practice results will determine your starting grid position in the Main Race. If you enter the Main Race before qualifying, you will automatically be assigned to the last grid position. However, you must qualify in Qualifying Practice if the Simulation option is on.

Main Race

Race to win the circuit championship. Points earned in this race count toward your overall point standings for the World Championship.

Note: If you exit Season Mode in mid-play, mid-season data is temporarily stored in memory. However, mid-season data will be PERMANENTLY LOST if a NEW season is started before the game is saved. Remember to save the game before starting a new season.

TIME TRIAL MODE

You are the only rider. Time is your only opponent. Race the circuits solo and produce the best possible lap time. Turn on the Trail Image feature to race against previous performances of yourself and other riders.

CHALLENGE MODE

Test your MotoGP skills in an assortment of challenges. Some challenges are cleared by attaining certain goals in Arcade, Season, and Time Trial Mode. Others may require that "hidden" requirements be met. Clear the challenges to earn medals and special rewards.

VS MODE

Race one-on-one in a split-screen 2 Player duel.



OPTIONS

1. Select OPTIONS in the Main Menu and press the **X** button.
2. Press the Directional buttons Up/Down to select options and make adjustments.
3. Press the **X** button to confirm setting changes.

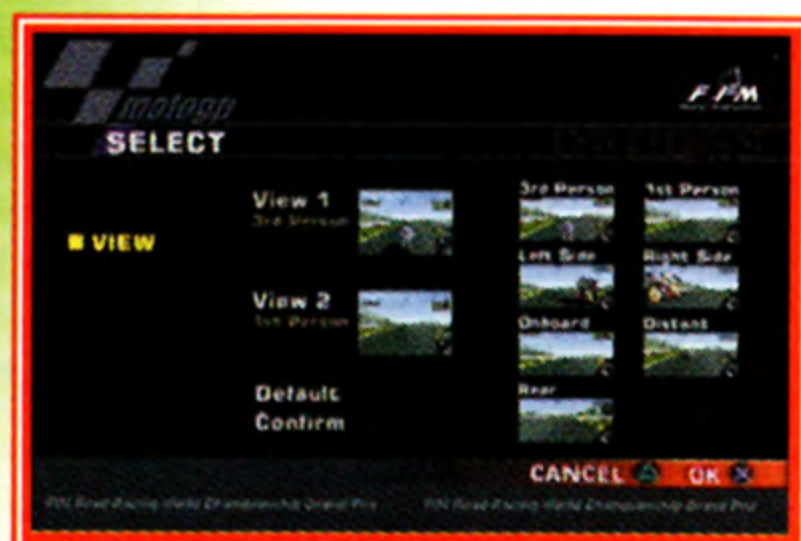


Configuration

Change the button configuration for your controller.

View

Choose two racing views from seven possible selections.



Sound

- BGM/SE – Adjust the volume for background music and sound effects. Select the option you want to adjust and press the Directional buttons Left/Right to change the setting.
- Select STEREO or MONO.

Screen

- Screen Type – Select the screen ratio of either normal or wide screen.
- Adjust Screen – Press the Directional buttons to adjust the screen position.

Rider Registration

Change your rider's name, nationality, and helmet.

Speed

Change your speedometer to either km/h or mph.

SAVE/LOAD

Save and load MotoGP game data. You can also view player records and replays from this mode. See Save/Load on page 15 for details.

RACE SCREEN



Note: You can turn screen display features ON/OFF by pressing the SELECT button.

Position

Shows your current position and the total number of competitors.

Circuit Record

Best overall player circuit record produced in any game mode (excluding VS Mode).

Track Map

Shows an overhead view of the track with racer positions.

- In a 1 Player game, you are the blue dot. The top CPU rider is the red dot.
- In a 2 Player VS game, Player 1 is the blue dot and Player 2 is the red dot.

Lap

Shows the current lap and the total laps for this race.

Total Time

The elapsed time in the race so far.

Lap Time

The elapsed time for the current lap.

Speedometer

Your bike speed.

Tachometer

Shows the engine RPMs.

Gear

Shows the current gear with both manual and automatic transmissions. If you are using a manual transmission, shift up by pressing the R1 button. Downshift by pressing the L1 button.

Acceleration/Braking Bar

The top bar represents your acceleration. The bottom bar is your braking.

Note: The bars are displayed only if the buttons for acceleration and braking are configured to analog and the analog mode on your controller is switched on (LED on).

BGM

Shows the selected BGM. The BGM can be selected by pressing the  button.

MENU DISPLAY



Select game options by using the Menu Display selections in Arcade, Season, Time Trial and VS Mode.

1. Press the START button to open Menu Display during the Race, Replay, and Results screens.
2. Press the Directional buttons to select options and press the **X** button to confirm selection.

Note: Pressing the START button during gameplay will open the Menu Display and pause the game.

Continue

Return to the race.

Exit

Select EXIT to proceed to the next screen.

Restart

Proceed to the Race menu to set up for your next race.
(Arcade/Time Trial Mode)
Restart the selected challenge. (Challenge Mode.)

Select

Return to the Select screen for the current mode.

Main Menu

Return to the Main Menu.

Next Round (Season Mode only)

Proceed to the next round.

Save Replay

Save the replay of your current race to a memory card (for PlayStation 2).

1. Select SAVE REPLAY and press the **X** button to access the Save Replay screen.
2. Press the Directional buttons to select a file space to save the replay and press the **X** button.

Note: To save a replay, you must first register your rider and save a MotoGP game file on a memory card (for PlayStation 2). Remember, the replay of your rider can only be saved to your MotoGP game file.

TRAIL IMAGE

Save Trail Image (Time Trial Mode only)

Save the fastest Trail Image of your current race to a memory card (for PlayStation 2).

1. Select SAVE TRAIL IMAGE and press the  button to access the Save Trail Image screen.
2. Press the Directional buttons Up/Down to select a file and press the  button.

Note: To save a Trail Image, you must first register your rider and save a MotoGP game file on a memory card (for PlayStation 2). Remember, the Trail Image of your rider can only be saved to your MotoGP game file.

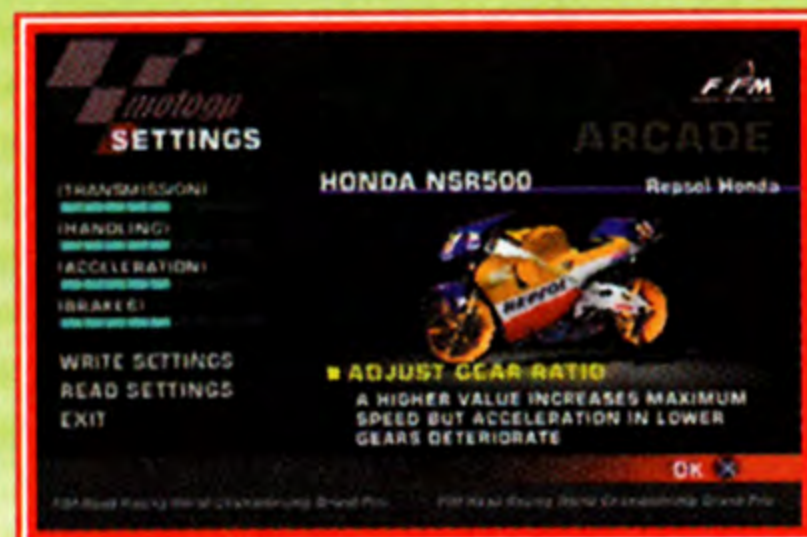
SETTINGS

Want to improve your performance? Customize your machine in Settings to match your style of riding. This feature is available in Arcade, Season, and Time Trial Mode.

TRANSMISSION

Adjust your bike's gear ratio.

- If the value is lower, acceleration is improved but maximum speed is decreased.
- If the value is higher, acceleration is decreased but maximum speed is increased.



HANDLING

Adjust bike response.

- If the value is lower, the bike is less responsive but more stable.
- If the value is higher, the bike is more responsive but less stable.

ACCELERATION

Adjust engine response.

- If the value is lower, the bike is less responsive but balanced torque may be better suited for digital input controllers.
- If the value is higher, the bike is more responsive but increased torque sensitivity may require delicate vehicle handling.

BRAKES

Adjust balance between braking and maneuvering.

- If the value is lower, braking is decreased but the bike maneuverability during braking is improved.
- If the value is higher, braking is improved but the bike will tend to understeer when braking.

WRITE SETTINGS

Temporarily record settings into Settings Notes.

- Each player is allotted space to record a maximum of five sets of machine settings. These "spaces" for temporarily storing machine settings are called Settings Notes.
- Record machine settings to Settings Notes by selecting the WRITE SETTINGS option.
- Machine settings recorded in Settings Notes are saved as part of the game data. To save machine settings recorded in Settings Notes into a memory card (for PlayStation 2), the game data must be saved using the SAVE GAME option.
- Recall Settings Notes later for use in Arcade, Season, Time Trial, and VS Modes.

READ SETTINGS

Recall previously recorded machine settings from Settings Notes.

EXIT

Confirm machine settings and exit the Machine Settings menu.

TRAIL IMAGE

Trail Image is an image of previously recorded laps. Up to 15 replays and Trail Images may be saved per game file. Select one of the TRAIL IMAGE options to race against an image.

Note: Trail Image is available only for the Time Trial Mode.

TRAIL IMAGE OPTIONS

Off

Trail Image will not appear.

Fixed

The same pre-selected Trail Image is displayed during each lap.

Updated

Trail Image is updated if a faster lap time is achieved.



TRAIL IMAGE TYPES

Trail Image

Description

Fastest Lap

Fastest player lap. (This selection will not appear if FIXED is selected in the Trail Image option.)

Player Save

Previously saved player Trail Image.

GP Rider

Actual play by real-life professional GP rider.

R&D

Best performance recorded by MotoGP R&D staff.

Note: The fastest Trail Image is indicated by a ★ symbol.

SAVE/LOAD

Save and Load MotoGP game data.

Note: MotoGP is compatible only with a memory card (for PlayStation 2).

SAVE GAME

Up to three MotoGP game files may be stored on one memory card (for PlayStation 2).

To save game data to a memory card (for PlayStation 2):

In the Save Game screen, press the Directional buttons to select a space to save game data and press the **X** button to save.

Note: If an existing file is saved as a new file, all game data except for replay and Trail Images saved on the original file will be copied to the new file. Also, if a saved game file is deleted, replay files and settings data stored in that game file will also be deleted.

LOAD GAME

To load a saved game from a memory card (for PlayStation 2):

In the Load Game screen, press the Directional buttons to select a saved file and press the **X** button to load.

- You can also select NEW RIDER ENTRY in this screen to register a new rider.

Note: Current game data will be lost if NEW RIDER ENTRY is selected.

RECORDS

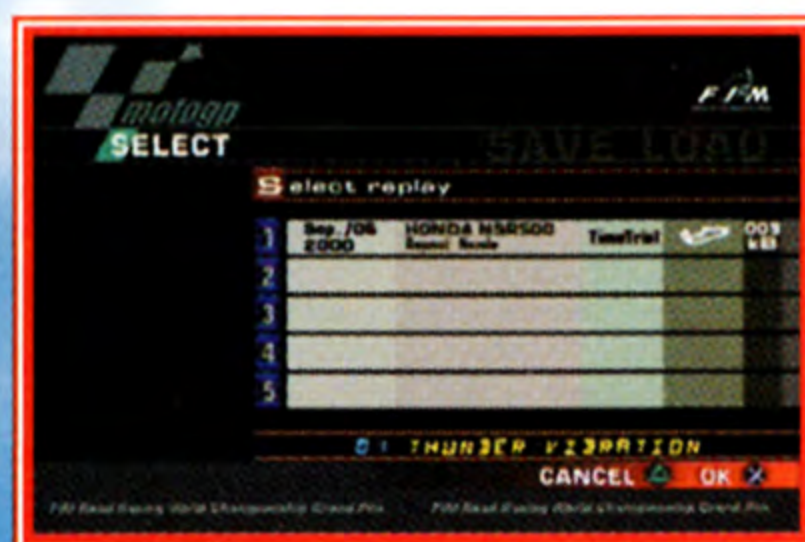
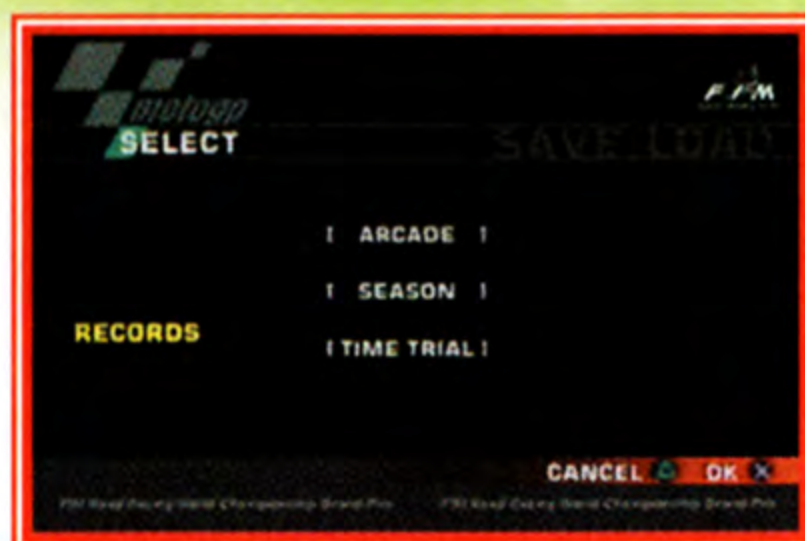
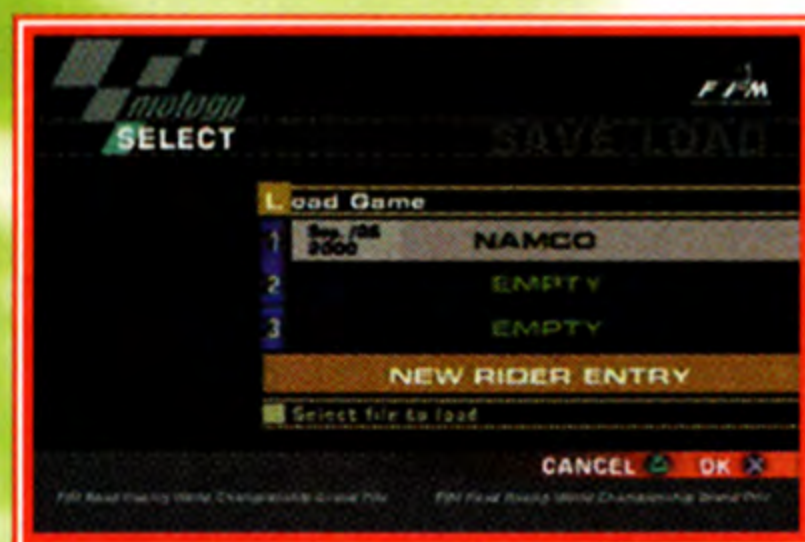
Check out the race records for Arcade and Season Modes.

REPLAY THEATER

Play the replays saved on a memory card (for PlayStation 2). Up to 15 replays and Trail Images can be saved per game file.

To view a replay:

- In Select Replay screen, press the Directional buttons to select a replay file and BGM to play.
- Press the **X** button to begin the replay.



RACING RULES

SHORTCUT PENALTIES

- Shortcut penalties are enforced in Time Trial, Arcade (Hard) and Season (Hard) Modes.
- In Arcade and Season Mode, +10 seconds is added to a penalized lap.
- Penalized laps will not be considered or saved as the fastest lap or as course record.
- The player's lap time is penalized only once each lap.
- Actual race results may vary from the course time results if a player is penalized.

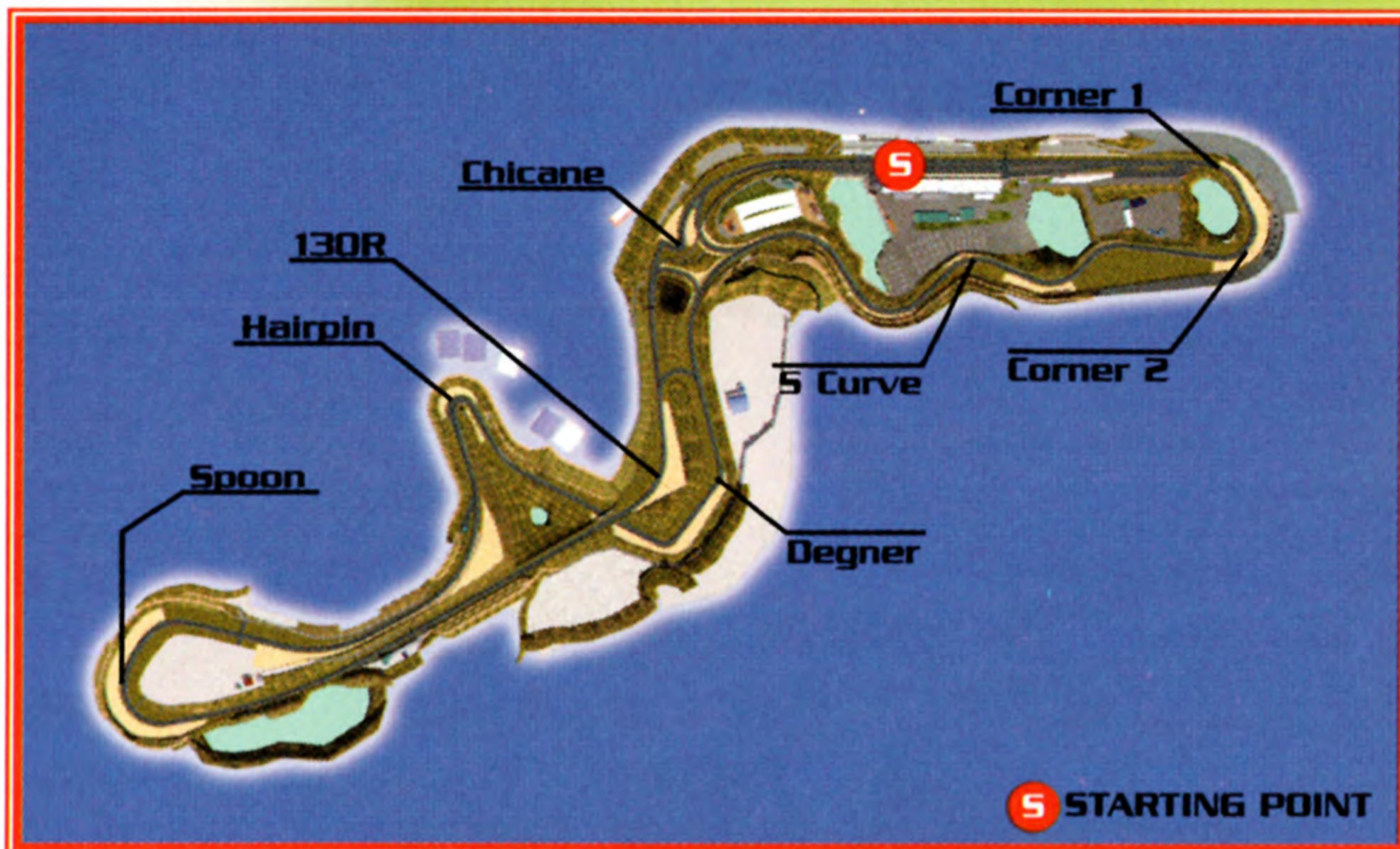
OTHER RULES

- In Arcade and Season Modes, if the top CPU rider finishes the race before you, your current lap is automatically set to "LAST LAP," regardless of the actual number of laps completed.
- In Arcade and Season Modes, you will be ranked "DNF" (Did Not Finish) unless at least 75% of the total laps are completed. (Your current lap will not count as a completed lap.)



CIRCUITS

SUZUKA CIRCUIT (Japan)



Location: 7992 Ino-Cho Suzuka-Shi
Mie - 510-02 – Japan

1 lap: 5.864km / 3.654 miles

Records:

Qualifying: 2'05"772 ('98 Max Biaggi)

Main Race: 2'06"746 ('98 Max Biaggi)

2000 Japanese Grand Prix (Suzuka)

Qualifying: P.P. 2'06"679 Norick Abe

Main Race: Champion Norick Abe
2nd Kenny Roberts
3rd Tadayuki Okada

This is the best international circuit in Japan. Featuring MotoGP and F1 racing, Suzuka is the pinnacle of two-wheel and four-wheel racing. This extremely difficult course with an assortment of turns and twists has received high acclaim from professional riders worldwide.

Corner 1 ~ Corner 2

The circuit immediately begins with a two-curve combination. How you initiate the turn can significantly improve or hurt your lap time.

S-Curve

The key is to take the curves with rhythm. The curves provide plenty of opportunity to pass your opponents – if you're good.

Degner

The second angle is extremely sharp. You'll need to drop your speed while trying to maintain some of your momentum through the first angle.

Hairpin

Even a slight delay in the brake timing can throw your bike out of the curve. The key here is to hold a good line coming out of the slight curve immediately before the hairpin.

Spoon

This is a long combination curve. Hold a line that will give you the fastest acceleration out of the curve into the long straightaway. Try to maintain as much throttle as possible while cornering.

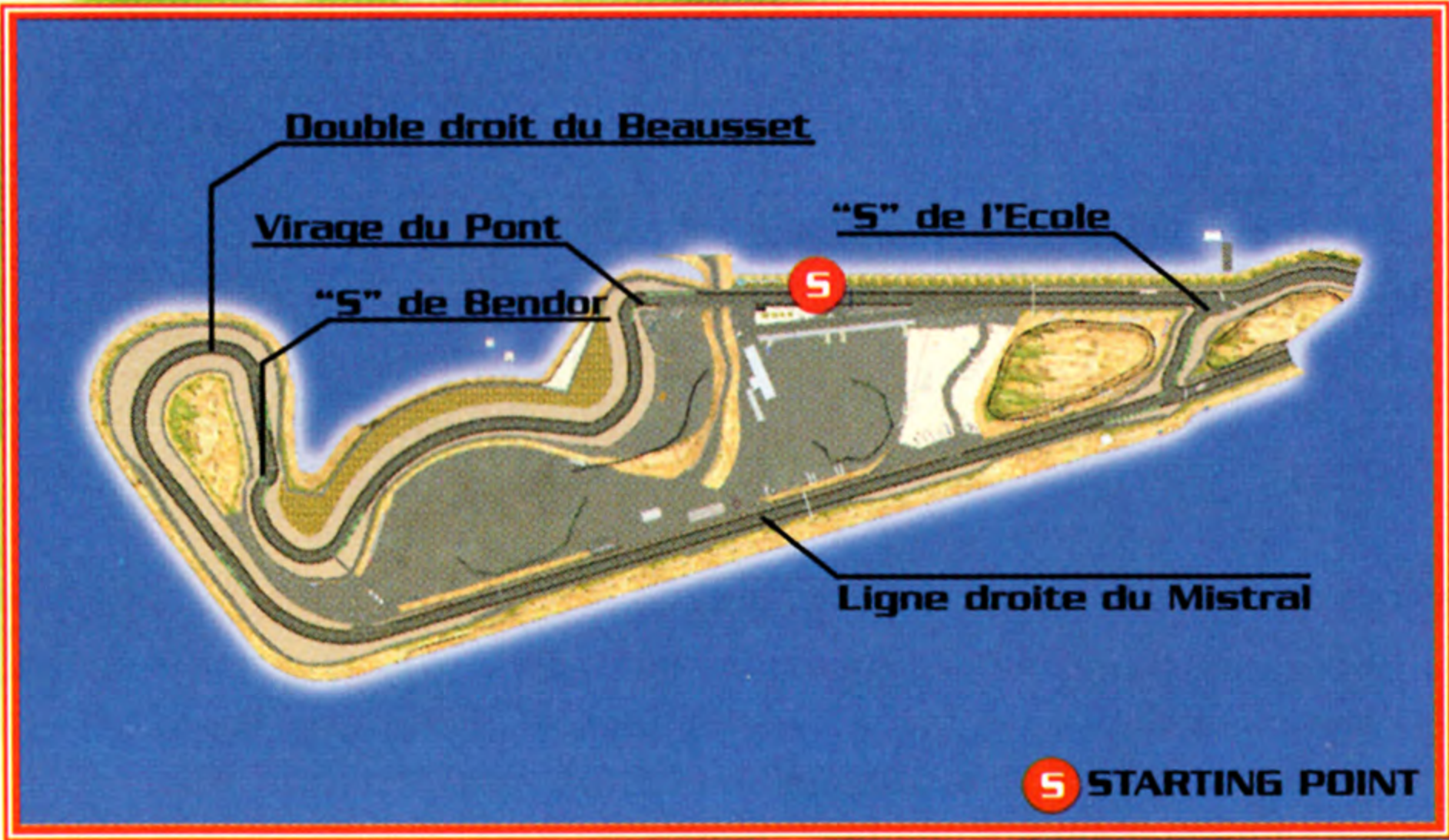
130R

Try to maintain momentum through this dreaded high-speed curve. Attempt to take this curve at full-throttle and you're guaranteed to run out of pavement. Take full advantage of the borders of the curve while keeping up your speed.

Chicane

This is the final and toughest challenge on the circuit. Because the circuit is a virtual simulation of the real-life circuit, the level of difficulty is just as real. This is what Suzuka is all about. Unfortunately, there are no easy ways around it. Make the tightest turn you possibly can and hope that you're still on course.

CIRCUIT PAUL RICARD (France)



Location:	Route Nationale 8 Le Camp Du Castellet, 83330 Le Beausset – France
1 lap:	3.813km / 2.369 miles
Records:	
Qualifying:	1'20"969 ('99 Max Biaggi)
Main Race:	1'21"487 ('99 Kenny Roberts)

1999 French Grand Prix (Paul Ricard)

Qualifying: P.P. 1'20"969 Max Biaggi

Main Race: Champion Alex Criville

2nd John Kocinski

3rd Tetsuya Harada

Constructed in 1970, Circuit Paul Ricard was carefully designed for rider safety and accommodation of major racing events. It is the blueprint for many circuit designs that followed. High-speed drafting battles on "Ligne droite du Mistral" are a sight not to be missed.

"S" de l'Ecole

You can easily overshoot this extremely sharp curve. Slow down considerably for the turn, and find the best line entering "Ligne droite du Mistral."

Ligne droite du Mistral

This is your best opportunity to use the drafting tactic. Slip behind your opponent's draft and let the momentum carry you to a lead.

Double droit du Beausset

This is a long curve with tight entry and exit points. Because there are various ways to attack the curve, the key is to practice until you find a line that feels best.

"S" de Bendor

Brake, take full advantage of the green curves, and draw the straightest line possible. Find a deep clipping point in the last curve for a clean exit out of the corner.

Virage du Pont

The key is to ride in the innermost clipping point. Use as much of the borders of the curve as you possibly can.

CIRCUITO DE JEREZ (Spain)



Location: Carretera de Arcos, KM.10 Apdo. de Correos 1709 Jerez de la Frontera (Cadiz) – Spain

1 lap: 4.423km / 2.749 miles

Records:

Qualifying: 1'42"941 ('00 Max Biaggi)

Main Race: 1'44"127 ('00 Kenny Roberts)

1999 Spanish Grand Prix (Jerez)

Qualifying: P.P. 1'43"674

Main Race: Champion Alex Criville
2nd Max Biaggi
3rd Sete Gibernau

Spain is elated with the birth of a champion. The fans here are as wild as they come. Built around a natural amphitheater, the track presents fans with a view of the entire circuit. Jerez is definitely one of the fans' favorites. The circuit itself consists of curves that come quickly and repeatedly. A responsive bike with quick handling, exceptional braking and acceleration is a must.

Curva Expo'92

Accelerate out at full-throttle immediately after braking at entry and you'll overshoot the course. Hold off on the throttle until your machine points toward the exit.

Curva Michelin

Brake into the entry point. Hug the inside curve and you can full-throttle around the next curve.

Curva Sito Pons

Although it's a long curve, maintain as much speed as possible for the upcoming straightaway.

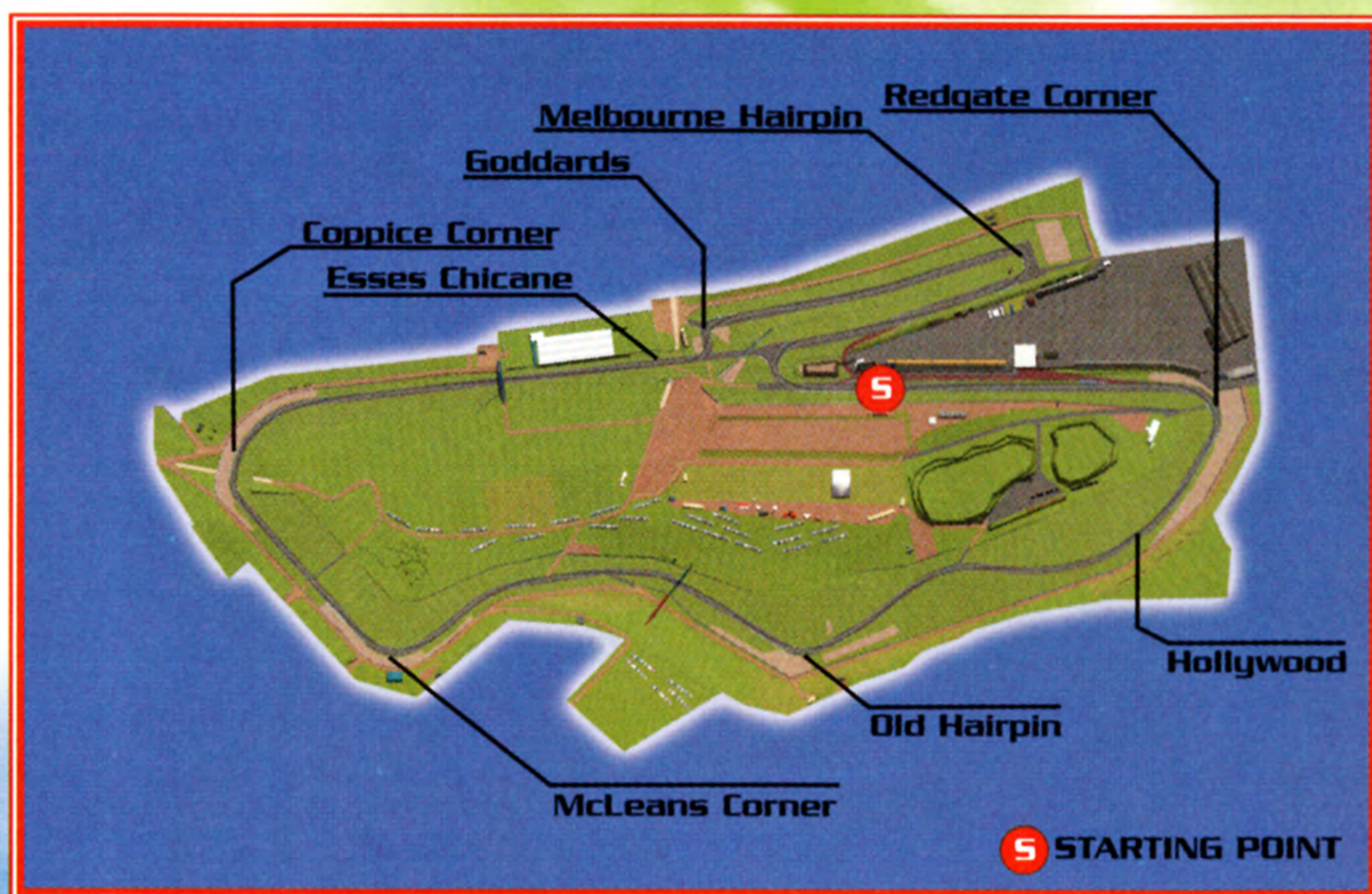
Curva Dry Sack

Like all hairpin curves, how you brake into the entry point is the key. A clean execution can significantly improve your lap time.

Curva Alex Criville

This curve is named in honor of Alex Criville, the first Spanish champion. Can you maneuver the two curves without braking?

DONINGTON PARK CIRCUIT (Great Britain)



Location: Castle Donington Derby de 74 2rp –
Great Britain

1 lap: 4.023km / 2.500 miles

Records:

Qualifying: 1'32"128 ('98 Simon Crafar)

Main Race: 1'32"661 ('98 Simon Crafar)

1999 Great Britain Grand Prix (Donington)

Qualifying: P.P. 1'32"597 Tadayuki Okada

Main Race: Champion Alex Criville

2nd Tadayuki Okada

3rd Tetsuya Harada

The circuit is located in a park near Donington Castle in the middle of Great Britain. The first half of the course consists of a succession of curves on top of hills. It can be quite a thrill to draw clean lines through them. The second half consists of a straightaway, chicane, and hairpin. You'll need good braking and acceleration.

Redgate Corner

This is a difficult curve with many ups and downs and a gradually increasing angle. Slightly delay your braking into the corner.

Hollywood

With practice, you should be able to initiate the curve by slightly letting off the throttle. Clean execution can be very rewarding.

Old Hairpin

Solid braking at entry is a must. You've come a long way if you can master the run from the hills to the hairpin.

McLeans Corner

Brake during the uphill climb. Hug the inside curve

Coppice Corner

Brake during the uphill climb. Not only is the entry point very tight, the curve is hidden behind the ridge. There's no easy way to master this obstacle. Practice and learn the correct braking point.

Esses Chicane

Brake early into the entry point. Use the borders of the curve to your advantage and draw the shortest line to the exit point.

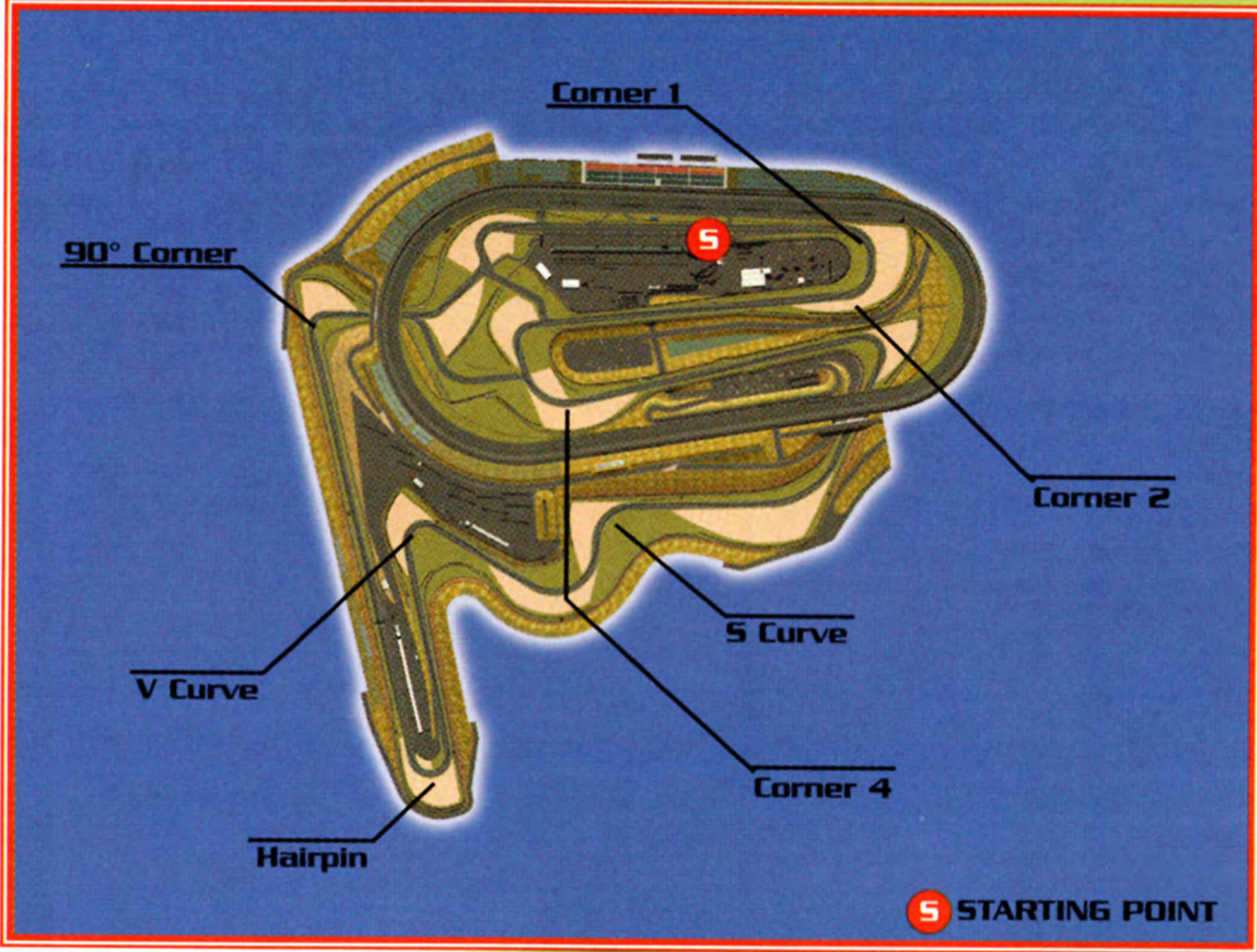
Melbourne Hairpin

Here's another hidden curve. Brake early into the entry point to avoid overshooting the course.

Goddards

This curve is also difficult to see. Brake early.

TWIN RING MOTEGI (Japan)



Location: 120 - 1 Hiyama Motegi-cho Haga-gun
Tochigi 321-3597 – Japan

1 lap: 4.801km / 2.983 miles

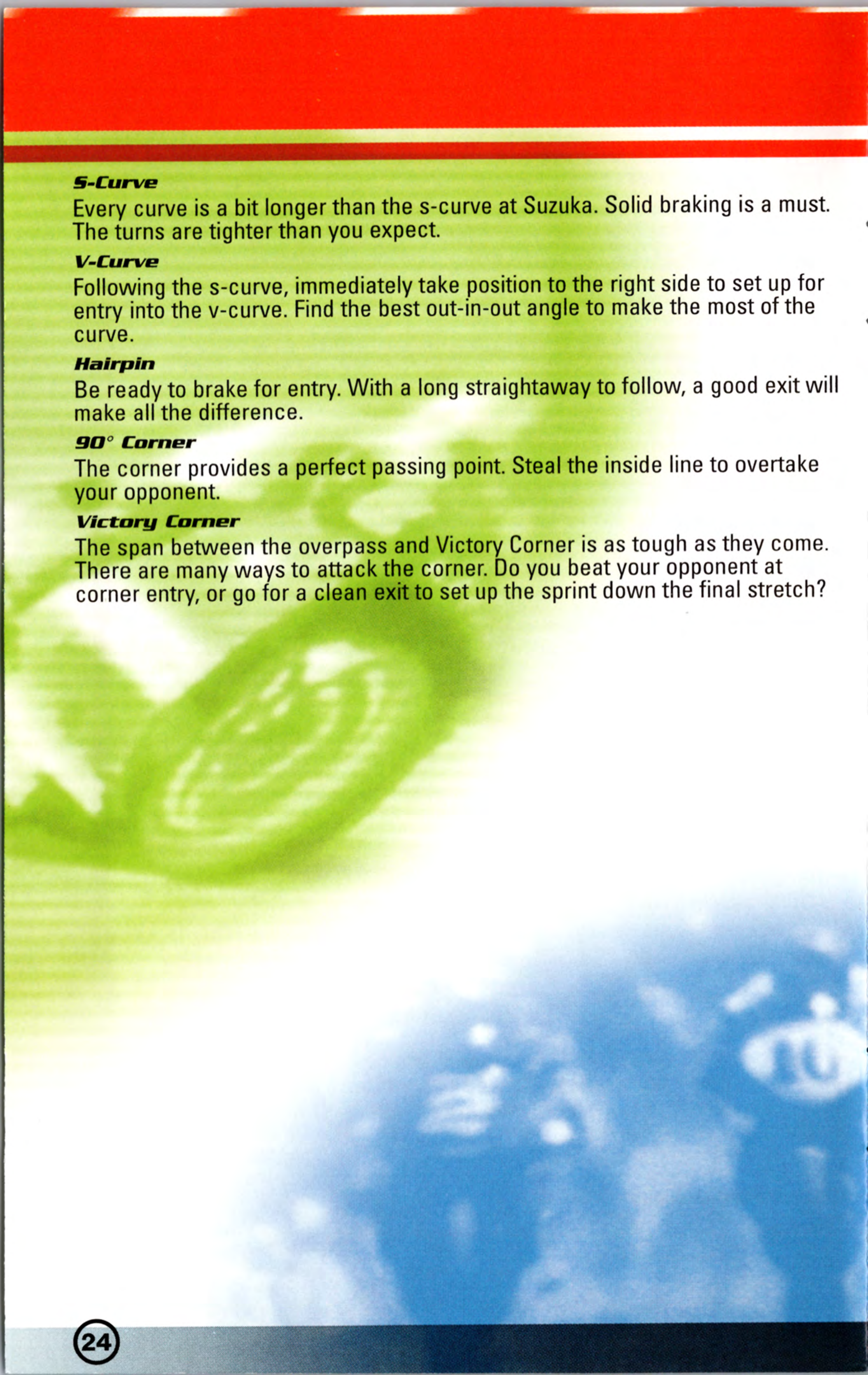
Records:
Qualifying: 1'50"826 ('99 Kenny Roberts)
Main Race: 2'02"889 ('99 Mick Doohan)

1999 Japanese Grand Prix (Motegi)
Qualifying: P.P. 1'50"826 Kenny Roberts
Main Race: Champion Kenny Roberts
2nd Mick Doohan
3rd Norick Abe

Motegi, built in 1997, is Japan's first road and oval course combination circuit. The oval course section is also used as part of the American open-wheel championship series. The road course is a tight course with numerous stop-and-go sections. Avoid over-speeding the corner entry – the curves are very angular. Expect a dogfight at the bottom of the downhill straightaway.

Corner 1~Corner 2
Approach the two corners as one big curve and take a wide turn.

Corner 3~Corner 4
This combination corner can also be approached as one big curve, but Corner 3 is much tighter. A clean exit from Corner 3 will make Corner 4 a cinch to maneuver.



S-Curve

Every curve is a bit longer than the s-curve at Suzuka. Solid braking is a must. The turns are tighter than you expect.

V-Curve

Following the s-curve, immediately take position to the right side to set up for entry into the v-curve. Find the best out-in-out angle to make the most of the curve.

Hairpin

Be ready to brake for entry. With a long straightaway to follow, a good exit will make all the difference.

90° Corner

The corner provides a perfect passing point. Steal the inside line to overtake your opponent.

Victory Corner

The span between the overpass and Victory Corner is as tough as they come. There are many ways to attack the corner. Do you beat your opponent at corner entry, or go for a clean exit to set up the sprint down the final stretch?

FEATURED RIDERS PROFILE

Number 1

Name: Mick Doohan
 Machine: HONDA NSR500
 Team: Repsol Honda
 Date of Birth: June 04, 1965
 Place of Birth: Brisbane, Australia
 Wins: 54
 P.P.: 58 (Pole Position)
 F.L.: 46 (Fastest Lap)
 Total Points (Career): 2283pts (2298pts)

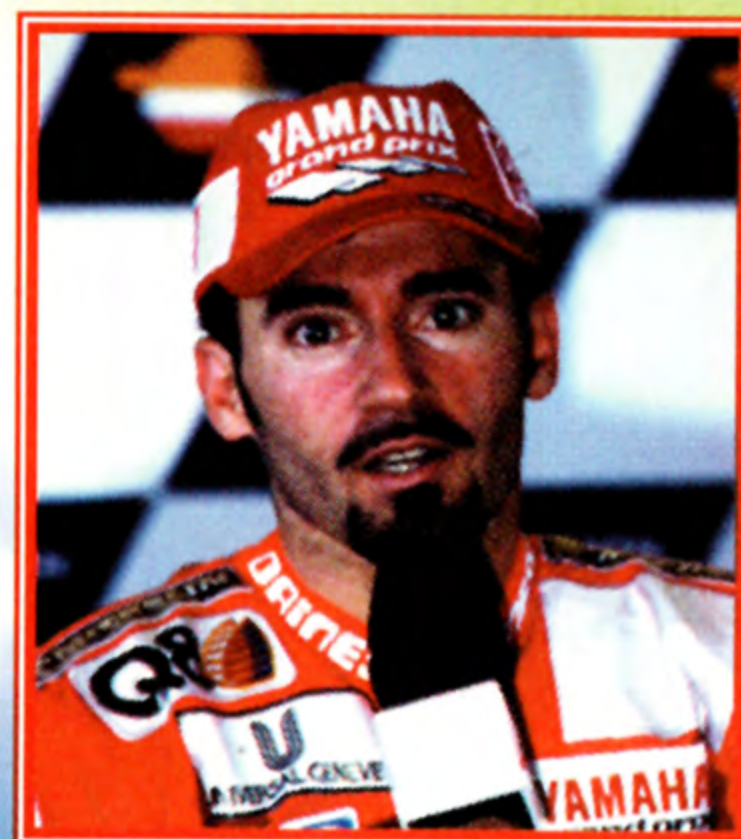


Year	Points	Rank
1989	81pts	9
1990	179pts	3
1991	224pts (239pts)	2
1992	136pts	2
1993	156pts	4
1994	317pts	Champion
1995	248pts	Champion
1996	309pts	Champion
1997	340pts	Champion
1998	260pts	Champion
1999	33pts	17

*1991: Top 13 of 15 results qualify toward championship

Number 2

Name: Max Biaggi
 Machine: YAMAHA YZR500
 Team: Yamaha Team
 Date of Birth: June 26, 1971
 Place of Birth: Rome, Italy
 Wins: 3
 P.P.: 3
 F.L.: 3
 Total Points (Career): 402pts



Year	Points	Rank
1998	208pts	2
1999	194pts	4

Number 3

Name: Alex Criville
Machine: HONDA NSR500
Team: Repsol Honda
Date of Birth: March 04, 1970
Place of Birth: Seva, Spain
Wins: 14
P.P.: 9
F.L.: 13
Total Points (Career): 1368pts



Year	Points	Rank
1992	59pts	8
1993	117pts	8
1994	144pts	6
1995	166pts	4
1996	245pts	2
1997	172pts	4
1998	198pts	3
1999	267pts	Champion

Number 4

Name: Carlos Checa
Machine: YAMAHA YZR500
Team: Yamaha Team
Date of Birth: October 15, 1972
Place of Birth: Barcelona, Spain
Wins: 2
P.P.: 1
F.L.: 4
Total Points (Career): 533pts



Year	Points	Rank
1995	26pts	16
1996	124pts	8
1997	119pts	8
1998	139pts	4
1999	125pts	7

Number 5

Name: Alex Barros
Machine: HONDA NSR500
Team: Movistar Honda Pons
Date of Birth: October 18, 1970
Place of Birth: Sao Paulo, Brazil
Wins: 1
Best Grid: 2nd
F.L.: 7
Total Points (Career): 1002pts



<i>Year</i>	<i>Points</i>	<i>Rank</i>
1990	46pts	13
1992	29pts	13
1993	125pts	6
1994	134pts	8
1995	104pts	7
1996	158pts	4
1997	101pts	9
1998	138pts	5
1999	110pts	9

Number 6

Name: Norick Abe
Machine: YAMAHA YZR500
Team: Antena3 Yamaha
D'Antin
Date of Birth: September 07, 1975
Place of Birth: Tokyo, Japan
Wins: 2
Best Grid: 2nd
F.L.: 1
Total Points (Career): 639pts



<i>Year</i>	<i>Points</i>	<i>Rank</i>
1994	20pts	17
1995	81pts	9
1996	148pts	5
1997	126pts	7
1998	128pts	6
1999	136pts	6

Number 5

Name: Tadayuki Okada
Machine: HONDA NSR 500
Team: Repsol Honda
Date of Birth: February 13, 1967
Place of Birth: Ibaragi, Japan
Wins: 4
P.P.: 7
F.L.: 6
Total Points (Career): 646pts



<i>Year</i>	<i>Points</i>	<i>Rank</i>
1996	132pts	7
1997	197pts	2
1998	106pts	8
1999	211pts	3

Number 9

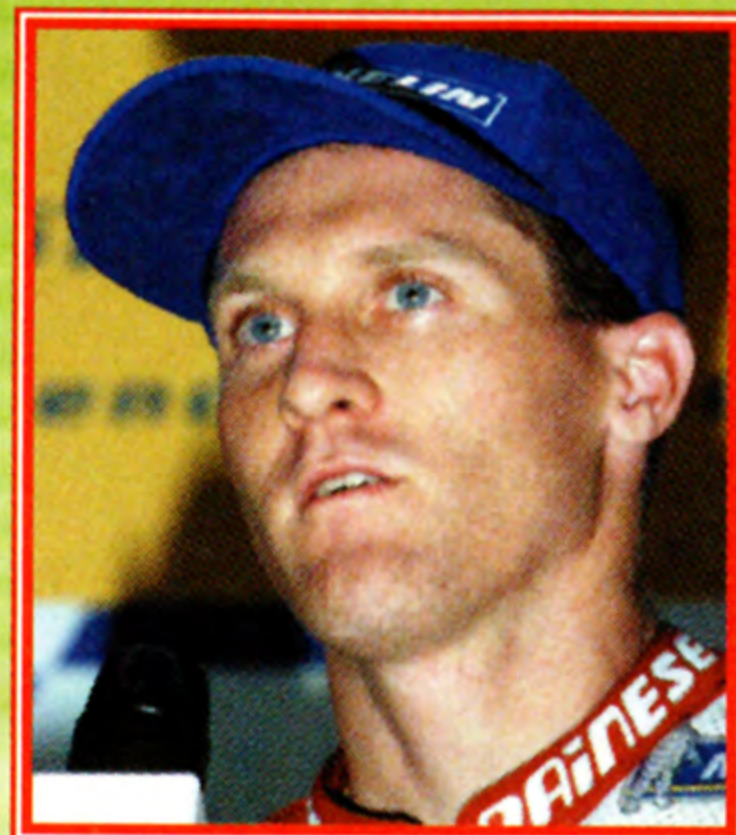
Name: Nobuatsu Aoki
Machine: SUZUKI RGV- Γ
Team: Suzuki Grand Prix Team
Date of Birth: August 31, 1971
Place of Birth: Gunma, Japan
Best Placement: 2nd
Best Grid: 2nd
F.L.: none
Total Points (Career): 358pts



<i>Year</i>	<i>Points</i>	<i>Rank</i>
1997	179pts	3
1998	101pts	9
1999	78pts	13

Number 10

Name: Kenny Roberts
Machine: SUZUKI RGV- Γ
Team: Suzuki Grand Prix Team
Date of Birth: July 25, 1973
Place of Birth: Hickman, USA
Wins: 4
P.P.: 5
F.L.: 5
Total Points (Career): 385pts



<i>Year</i>	<i>Points</i>	<i>Rank</i>
1996	69pts	13
1997	37pts	16
1998	59pts	13
1999	220pts	2

Number 11

Name: Simon Crafar
Machine: YAMAHA YZR500
Team: Red Bull Yamaha WCM
Date of Birth: January 15, 1969
Place of Birth: Walouru, New Zealand
Wins: 1
P.P.: 1
F.L.: 2
Total Points (Career): 145pts



<i>Year</i>	<i>Points</i>	<i>Rank</i>
1993	7pts	25
1998	199pts	7
1999	19pts	18

Number 12

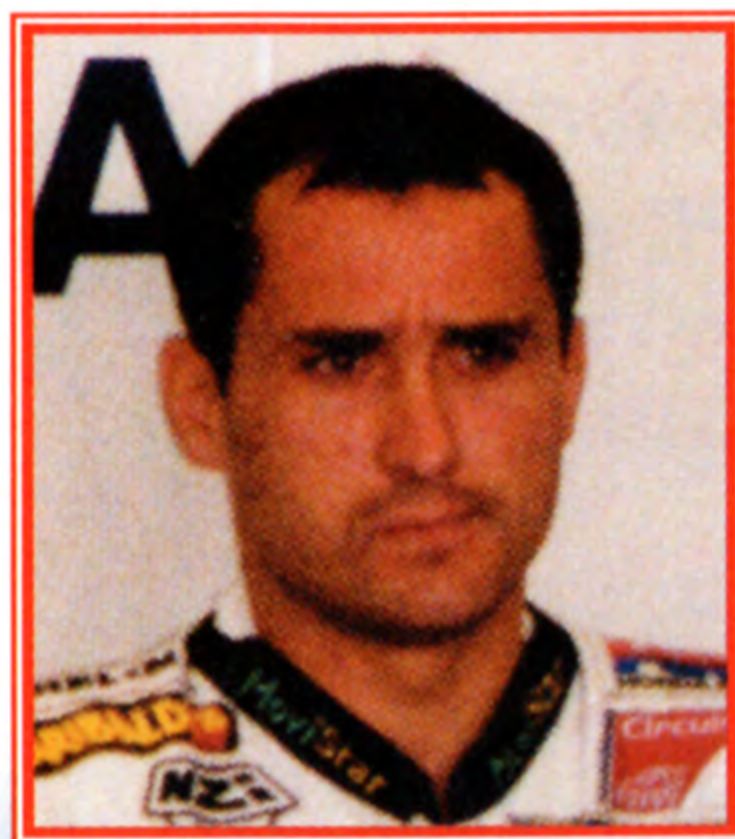
Name: Jean Michel Bayle
Machine: Modenas KR3
Team: Proton KR Modenas
Date of Birth: April 1, 1969
Place of Birth: Manosque, France
Best Placement: 4th
P.P.: 2
F.L.: none
Total Points (Career): 173pts



<i>Year</i>	<i>Points</i>	<i>Rank</i>
1996	110pts	9
1997	31pts	18
1998	28pts	16
1999	4pts	28

Number 14

Name: Juan Borja
Machine: HONDA NSR500
Team: Moviestar Honda
Pons
Date of Birth: February 03, 1970
Place of Birth: Altea, France
Best Placement: 5th
Best Grid: 5th
F.L.: none
Total Points (Career): 218pts



<i>Year</i>	<i>Points</i>	<i>Rank</i>
1995	52pts	12
1996	34pts	14
1997	37pts	17
1998	3pts	32
1999	92pts	12

Number 15

Name: Sete Gibernau
Machine: HONDA NSR500
Team: Repsol Honda
Date of Birth: December 15, 1972
Place of Birth: Barcelona, Spain
Best Placement: 2nd
Best Grid: 2nd
F.L.: 2
Total Points (Career): 293pts



<i>Year</i>	<i>Points</i>	<i>Rank</i>
1997	56pts	13
1998	72pts	11
1999	165pts	5

Number 17

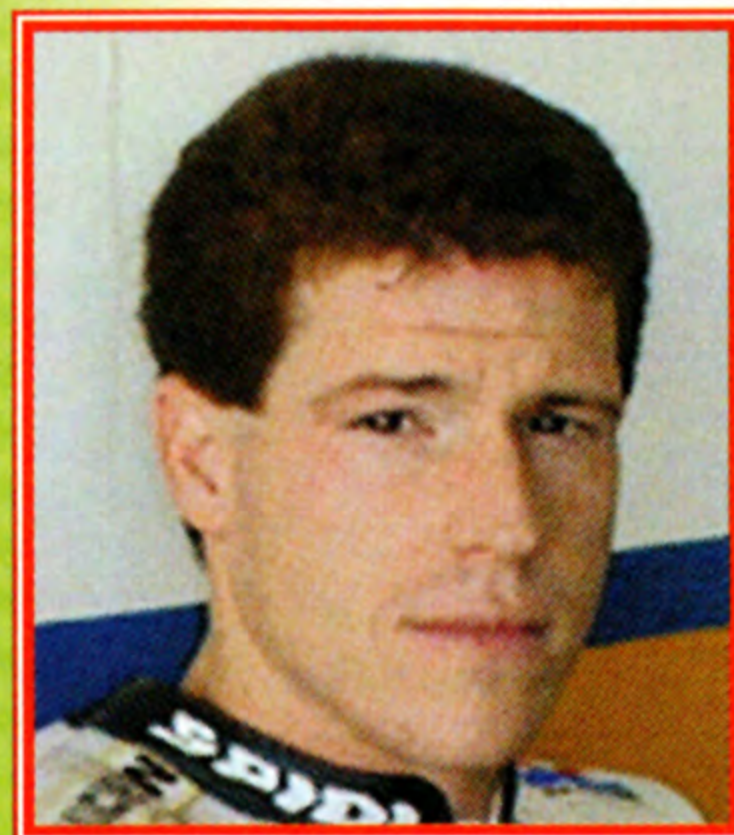
Name: Jurgen VD Goorbergh
Machine: Muz500
Team: Team Biland GP1
Date of Birth: December 29, 1969
Place of Birth: Breda, Netherlands
Best Placement: 8th
P.P.: 2
F.L.: none
Total Points (Career): 109pts



<i>Year</i>	<i>Points</i>	<i>Rank</i>
1997	29pts	19
1998	40pts	15
1999	40pts	16

Number 19

Name: John Kocinski
Machine: HONDA NSR500
Team: Kanemoto Honda
Date of Birth: March 20, 1968
Place of Birth: Little Rock, USA
Wins: 4
P.P.: 9
F.L.: 4
Total Points (Career): 670.5pts



<i>Year</i>	<i>Points</i>	<i>Rank</i>
1989	5.5pts	35
1991	161pts	4
1992	102pts	3
1993	51pts	11
1994	172pts	3
1998	64pts	12
1999	115pts	8

Number 20

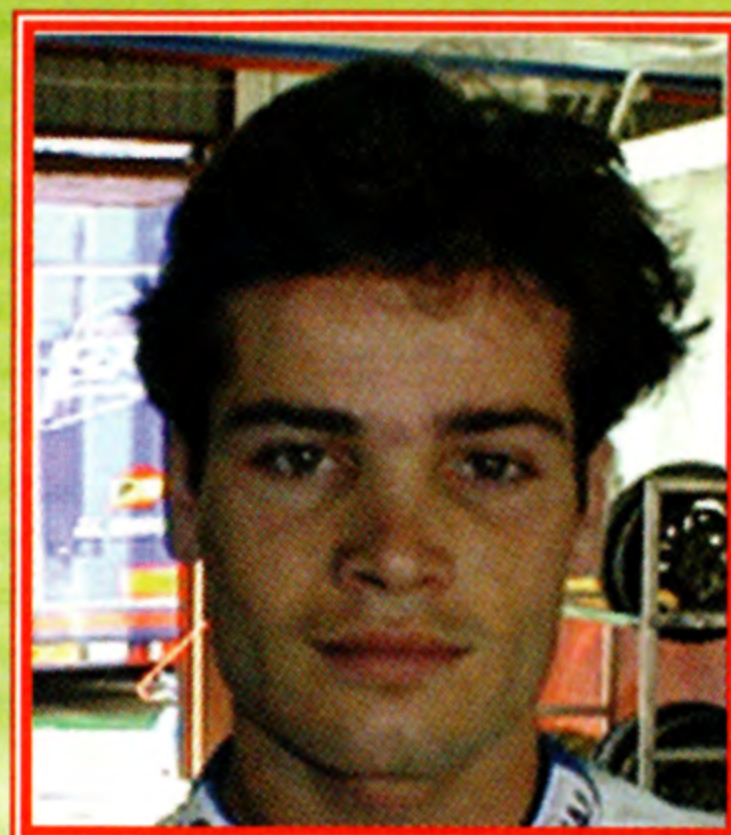
Name: Mike Hale
Machine: Modenas KR3
Team: Proton KR Modenas
Date of Birth: December 14, 1972
Place of Birth: Dallas, USA
Best Placement: 15th
Best Grid: 17th
F.L.: none
Total Points (Career): 3pts



<i>Year</i>	<i>Points</i>	<i>Rank</i>
1999	3pts	31

Number 25

Name: Jose Luis Cardoso
Machine: TSR-AC50M
Team: Team Maxon TSR
Date of Birth: February 02, 1975
Place of Birth: Sevilla, Spain
Best Placement: 12th
Best Grid: 12th
F.L.: None
Total Points (Career): 6pts



<i>Year</i>	<i>Points</i>	<i>Rank</i>
1999	6pts	26

Number 26

Name: Haruchika Aoki
Machine: TSR-AC50M
Team: F.C.C. TSR
Date of Birth: March 20, 1976
Place of Birth: Gunma, Japan
Best Placement: 6th
Best Grid: 9th
F.L.: none
Total Points (Career): 54pts



<i>Year</i>	<i>Points</i>	<i>Rank</i>
1999	54pts	15

Number 31

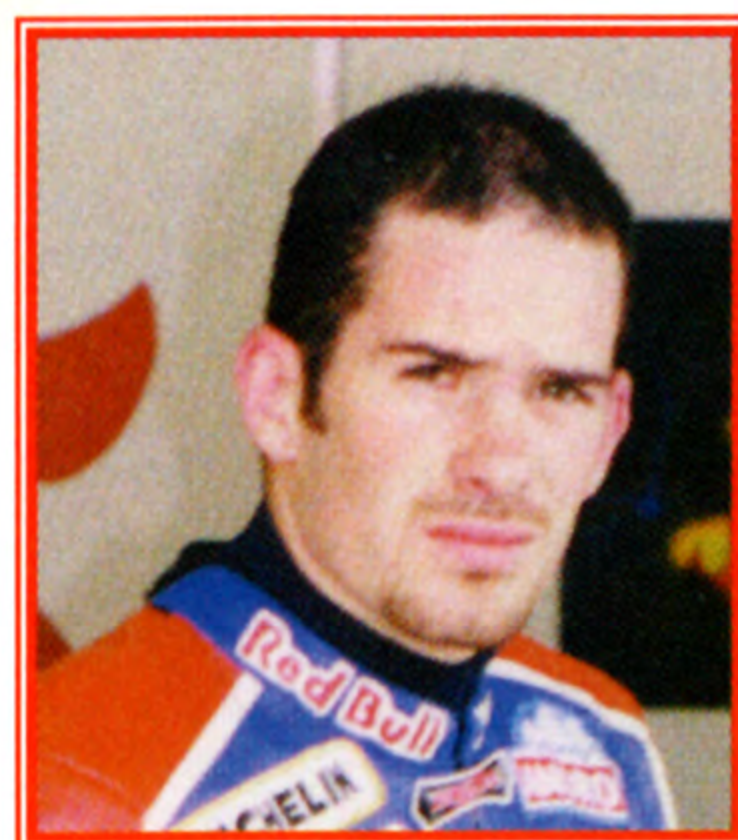
Name: Tetsuya Harada
Machine: Aprilia RSW-2 500
Team: Aprilia Grand Prix Racing
Date of Birth: June 14, 1970
Place of Birth: Chiba, Japan
Best Placement: 3rd
P.P.: 1
F.L.: none
Total Points (Career): 104pts



<i>Year</i>	<i>Points</i>	<i>Rank</i>
1999	104pts	10

Number 55

Name: Regis Laconi
Machine: YAMAHA YZR500
Team: Red Bull Yamaha WCM
Date of Birth: July 08, 1975
Place of Birth: Saint Dizier, France
Wins: 1
P.P.: 1
F.L.: none
Total Points (Career): 241pts



<i>Year</i>	<i>Points</i>	<i>Rank</i>
1997	52pts	14
1998	86pts	10
1999	103pts	11

IMPROVING YOUR PERFORMANCE

Can't seem to improve your racing technique? Here are some tips to take your skills to the next level.



Q. I can't get a good start. Why not?

A. You're not going to get a good start by simply going full-throttle on your bike. By fulfilling a certain requirement, it's possible to rocket off the starting line. Hint: Check your tachometer.

Q. I'm left in the dust as I exit the curve. Why?

A. Follow the "slow in - fast out" rule-of-thumb. To exit curves faster, try reducing your curve entry speed. A quick exit is more effective than a quick entry.

Q. I keep overshooting the combination curves. What am I doing wrong?

A. Learn the circuit layout inside and out. It's one of the main ingredients to winning. Also, you should always think ahead and plan your next few moves. Don't think just about the next turn. Initiate curves in a way that will set you up for the subsequent curves.

Q. I can't seem to ride the same line as the tire tracks on the circuit. What am I doing wrong?

A. Every rider has a unique line. Tire track marks left on the tracks are a culmination of similar lines ridden by different riders. Following the track marks perfectly does not necessarily translate to better lap time. Some riders are extremely fast, although their lines are different from others. Try not to be concerned with the tire marks. Ride in a way that's most comfortable for you. (As your lap time improves, you'll notice that the lines you draw will more closely resemble the tire tracks.)

Q. I follow the tire tracks closely when I race, but I still can't improve my lap time. Why not?

A. Tracing the tire tracks will not guarantee a shorter lap time. You must charge the course with as much speed as possible. Don't worry if you can't stay on the line. The tire tracks show how most riders race the course, but it does not necessarily signify the fastest course.

Q. I can't turn.

A. Slow down! You're going much too fast. Brake before entering a corner.

TIPS

1-900-737-2262

\$.95/minute for automated tips.

\$1.15/minute for live counseling.

9-5 M-F Pacific Time.

All the hints, tricks and cheats!

Under 18, please have your parent's permission.

Touchtone phones only.



Credits:

Published by:	Namco Hometek Inc.
Designed and Developed by:	Namco Ltd.
Localization Producer:	Aki Kozu
Associate Producers:	Noriko Wada
	Paul Guirao
Director of Marketing:	Mike Fischer
Senior Marketing Manager:	Stacey Sujishi
Product Marketing Manager:	Jim Atkiss
PR Manager:	Hugo Reyes
Special Thanks:	Yoshi Homma
	Jesse Taylor
	Yasuhiro Noguchi
	Norna Cash
	Garry Cole
	Berry Kane
	Alex McLaren
	Sean O'Connor
	Ben Rubright
QA Manager:	Glen Cureton
Lead Analysts:	Ed Chennault
	Jesse Mejia

Testers:	Karl Chen	Adrian Escultura
	Gilbert Magobet	Raymond Chung
	Mike Peterson	Rey Jimenez
	Daryle Tumacder	Keith Bock
	Ryan Chennault	

LIMITED WARRANTY

Namco Hometek Inc. warrants to the original purchaser that this Namco Hometek Inc. game pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc. will repair or replace the defective game pak or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

MORE GREAT TITLES FROM NAMCO



Namco Hometek Inc., 2055 Junction Avenue, San Jose, CA 95131
 RIDGE RACER® V & © 1999 NAMCO LTD., ALL RIGHTS RESERVED. TEKKEN TAG TOURNAMENT TM & ©
 1994 1995 1996 1999 NAMCO LTD., ALL RIGHTS RESERVED. MotoGP © 1998, 2000 NAMCO LTD.,
 ALL RIGHTS RESERVED. Licensed by Dorna. Gun Koma © 2000 Shuichi Shigeno/Kodansha. Manufactured
 pursuant to license with Namco Holding Corp. U.S. Patent Nos. 5,269,687; 5,354,202 and 5,577,913 used under
 license from Midway Games West Inc.
 Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only.
 "PlayStation" and the "PS" family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings
 icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS
 SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S.
 AND FOREIGN PATENTS PENDING.

namco®